



FANDOM



FAN
CENTRAL

BETA



GAMES



ANIME



MOVIES



TV



VIDEO



WIKIS



START A
WIKI



THE
WITCHER
FANON WIKI

ADVERTISEMENT

SIGN IN

REGISTER

The Witcher Fanon Wikia

748
PAGES



in: [Canon Expansions](#), [Witcher190](#), [Eshin Harth](#), and [2 more](#)

Seaside Bazaar



SIGN IN TO EDIT



This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Seaside Bazaar](#).



This fan-fiction article, **Seaside Bazaar**, was written by [Witcher190](#) and [Eshin Harth](#). Please do not edit this fiction without the writers' permission.

The **Seaside Bazaar** is a market in Cidaris, renowned for its diverse selection of rare and unusual items brought by sailors from the most distant corners of the [world](#).

Contents

[hide]

- History
- Notable Shops
- Trivia
- Notes

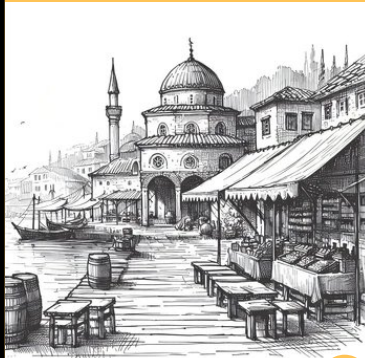
History



The Seaside Bazaar in Cidaris boasts a storied history intricately woven into the city's growth and the broader cultural exchange of the region. Established organically following the foundation of the kingdom and its capital, the bazaar swiftly became a focal point for trade and interaction among diverse peoples, not only from the Northern Kingdoms but also beyond. Consequently, the Cidarian Dynasty established control in the area, accumulating substantial tax revenue for the kingdom's treasury.

The bazaar's journey toward becoming a melting pot of distant cultures commenced in the 11th century, prior to the Barsamen refugee crisis when [Hannuan](#) and later Zangvebarian traders sought new markets for their products. The Nordlings were introduced to weapons like the Hannuan Kopesh and exotic foods such as tomatoes and potatoes, brought by Zangvebarian traders from the far-reaching [Apumayu Basin](#), which soon became part of

Seaside Bazaar



A sketch of the Seaside Bazaar during morning

TypeMarket

OwnerCidarian Dynasty

CountryCidaris

LocationCidaris (city)

Nordling (and dwarf) gastronomy.

In the 1060s, Cidaris welcomed refugees fleeing the fall of the [taifa](#) of Bukhala in distant [Barsa](#), which had succumbed to [Nilfgaard](#)'s conquest. Many Barsamen refugees established businesses in the Seaside Bazaar, which continue to thrive today under the management of their mixed-with-Nordlings descendants. The preservation of certain names and expressions from the Barsamen language adapted to the [Common Tongue](#) serves as evidence of this cultural amalgamation.

Despite occasional challenges, such as skirmishes with Skelliger pirates, particularly common in the 12th century, the bazaar endured and evolved into a bustling marketplace renowned for its unique offerings brought by sailors from the farthest corners of the world. At some point in the early 13th century, a kraken attacked the city, smashing numerous vessels and affecting the bazaar for a time.

Later on Milva, one of the legendary [Geralt of Rivia](#)'s companions, visited the market. She purchased a zefhar from Zerrikania, reinforced with polished antelope horn, believing it to be the perfect bow in the Curious Cabinet. However, a year later, at the same stall, she encountered a rarer bow from the [Far North](#). Measuring over five feet and crafted from mahogany and whalebone, the bow generated fifty-five pounds of force from a twenty-four-inch draw. The trader, Professor Zorco, asked for four hundred Novigradian crowns, and Milva, without haggling, traded her old bow along with a collection of sable pelts, a small, exquisite elven medallion, and a coral cameo pendant on a string of river pearls.

In 1288, the also legendary witcheress and in the distant future, saint, and one of the founders of the [School of the Crane](#), [Jolanta Dinmarb](#) would purchase an ocêlôtl tecpamît (literally translated as jaguar's claw), a close combat Apumayuan weapon, in the same shop for a similar price. During the period from 1290 to 1300, the other future founder of the School of the Crane, [Putnam Pitch](#), used to pass through Cidaris and the Seaside Bazaar during his contracts protecting merchant ships from sea and aerial monsters when the ships would dock to unload goods in the city, taking the opportunity to visit his friend Indira, who also helped him with possible injuries.

In subsequent centuries, with the discovery of the [Western Continent](#) and the foundation of [Fabiola](#), the bazaar and thus the capital of Cidaris would continue to have importance, although much less than before, being replaced by an already cosmopolitan [Novigrad](#), which grew much more and the capital of Fabiola, Cherdian.

Notable Shops

- **Anu's Fire:** A blacksmith shop, run by Sheba Levo, the granddaughter of Hanan Dur Sharrukin, one of the Barsamen refugees from the 1060s. Anu's Fire specializes in crafting exceptional weapons and armor, blending traditional Barsamen craftsmanship with innovative techniques learned from Nordling and Dwarven artisans. Sheba's dedication to her craft and her family's heritage has earned Anu's Fire a reputation for producing some of the finest arms and armor in Cidaris.
- **Distant Aromas:** A coffee shop and store run by Asali Mwangi, a Zangvebarian merchant with a passion for the art of coffee. As one of the main importers and sellers of products as luxurious as coffee and the banana wine nicknamed [platé](#), to the Northern Kingdoms, Asali infuses her establishment with the rich flavors and aromas of [Zangvebar](#). Her shop, due to the premium prices of coffee and the other products she sells, is often frequented by fellow Zangvebarian merchants able to sell her more products of her homeland or by the aristocracy of the city.
- **The Curious Cabinet:** An eclectic shop filled with oddities, curiosities, and bizarre artifacts gathered from around the world. Owned by eccentric collector known by everyone in Cidaris as Professor Zorco, who delights in sharing the stories and legends behind each peculiar item in his ever-expanding collection.
- **The Golden Duck/ Cidarian Spice House:** A tavern and spice emporium managed by Indira, a *daya* (equivalent to a mage or witch in the Northern Kingdoms), and her family. They emigrated from [Melukka](#) to the Northern Kingdoms in 1276, driven by the conflict that unfolded in their homeland, Telmun. Notably, they are direct competitors of the

Zerrikanian Spice Company branch established in the city.

- The Mermaid's Treasures: A shop specializing in sea-themed jewelry and artifacts collected from various shipwrecks and underwater expeditions. Run by Eyal, a former pirate who retired and settled in Cidaris after a particularly lucrative haul.
- Faheem Hakeem Runewright Post / Dulla kh'Amanni Shop: A stall and shop established by the Ofieri runewright, Faheem Hakeem, and the Ofieri merchant Dulla Kh'Amanni after the conclusion of the Third Northern War in Cidaris after both received help from a certain renowned witcher with white hair (as well as his money). This aid eventually helped them relocate to Cidaris soon after, as the policies of King Radovid V of **Redania** after the war were far from benevolent towards foreigners.
- In Search of the Lost Sound: A music emporium run by the retired **bard** Mydoro Rudri, offering a diverse collection of musical instruments, specializing in those from distant parts of the world such as kinandas, sistrums, and qanuns. If you are a young bard at the beginning of your career, he usually extends a generous discount to support and encourage you.
- Safanad Book Shop: A shop run by Yufal Saar-Akmani, an Ofieri mage and former apprentice of Aamad, who self-exiled in the Northern Kingdoms in 1255. This decision was prompted by his assistance in the escape of the **then-wife of Malliq Nibras**, who was deemed a "traitor" at the time. He settled in Cidaris shortly after, his path and that of Nibras's wife diverged. The book prices at Safanad Book Shop are steep, but Yufal has a generous policy – anyone asking for a map will receive it for free, as he believes travelers are pilgrims of Creation.
- Zerrikanian Spice Company Cidarian Branch: A bustling hub of exotic spices and rare ingredients, this branch is managed by the shrewd and charismatic Zalika, a Zerrikanian entrepreneur known for her keen business sense. Zalika, a former warrior from the renowned Zerrikanian warrior-women, decided to shift her focus from combat to commerce after a chance encounter with a Cidarian diplomat during her travels.

Trivia

- Asali Mwangi means *fragrant honey* in Swahili.
- **Dur-Sharrukin** was a walled city from the Assyrian Empire.
- The mention of the Barsamen refugees is not only taken and expanded from the official lore, but is also inspired by the Syrian community present in Chile, which fled to America during the fall of the Ottoman Empire.

Notes

- The article is free to edit. Please, do not change the already established info without consultation. But if is to expand the information of the article, feel free to put yourself in the writer tag.
- Eshin Harth was added to the writer tag, as he was the creator of some things who are present in the article.
- Faheem Hakeem would be the name of the runewright from the Hearts of Stone DLC.

Categories

Community content is available under **CC-BY-SA** unless otherwise noted.



EXPLORE PROPERTIES

[Fandom](#)

[Muthead](#)

[Fanatical](#)

FOLLOW US



OVERVIEW

[What is Fandom?](#)

[About](#)

[Careers](#)

[Press](#)

[Contact](#)

[Terms of Use](#)

[Privacy Policy](#)

[Global Sitemap](#)

[Local Sitemap](#)

COMMUNITY

[Community Central](#)

[Support](#)

[Help](#)

[Do Not Sell or Share My Personal Information](#)

ADVERTISE

[Media Kit](#)

[Contact](#)

FANDOM APPS

Take your favorite fandoms with you and never miss a beat.





The Witcher Fanon Wikia is a FANDOM Games Community.

[VIEW MOBILE SITE](#)